AC/DC LIVE ROCK BAND™

HARMONIX®

MTV GAMES™

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 console always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this manual.

See back page of this manual for Customer Service Numbers.

SLES-55457

1 - 4 Players • Memory Card (8MB) (for PlayStation®2) : 512KB minimum • Multitap (for Playstation®2) adaptable: 1-4 Players

FOR HOME USE ONLY: this software is licensed for play on authorised PlayStation®2 consoles only. All unauthorised access, use or transfer of the product or its underlying copyright and trademark works is prohibited. See eu.playstation.com/terms for full usage rights. Library programs ©1997-2008 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe (SCEE). RESALE AND RENTAL ARE PROHIBITED UNLESS EXPRESSLY AUTHORISED BY SCEE. Licensed for sale only in Europe, the Middle East, Africa and Oceania.

AC/DC Live: Rock Band © 2008 Harmonix Music Systems, Inc. All rights reserved. Published by MTV Games. Developed by Harmonix Music Systems, Inc. Manufactured in Australia. All Rights Reserved.

STARTING THE GAME

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual. Attach game controllers and other accessories, as appropriate.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the ⏻/RESET button. When the ⏻ indicator is green, press the ⏏ button. The disc tray opens.
4. Place the *AC/DC Live: Rock Band™* disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray closes.
5. Follow on-screen instructions and refer to this manual for information on using the software.

It is advised that you do not insert or remove accessories or memory cards (8MB) (for PlayStation®2) once the power is turned on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

NOTE: Any saved data present on a memory card (8MB) (for PlayStation®2) in MEMORY CARD slot 1 will be autoloaded on boot up.

NOTE: *AC/DC Live: Rock Band* requires and only supports a memory card (8MB) (for PlayStation®2) inserted in MEMORY CARD slot 1.

NOTE: Select your preferred language from the console's internal System Configuration menu. Choose from English, French, Italian, German, Spanish.

NOTE: If using a multitap (for PlayStation®2), insert the multitap (for PlayStation®2) into controller port 1 and insert the controllers sequentially into controller port 1-A, controller port 1-B etc.

CONTENTS

3 GETTING STARTED

4 INTRODUCTION

4 STARTING TO ROCK
4 COMPLETE CONTROLS
7 MAIN MENU
7 OPTIONS
8 TV CALIBRATION

9 LEARNING TO ROCK
9 TRAINING
9 GUITARIST/BASSIST
11 DRUMMER
13 LEAD SINGER

15 ROCKING OUT SOLO
15 SOLO TOUR

15 ROCKING AS A BAND
15 TIPS FOR PLAYING AS A BAND
16 MULTIPLAYER MODES

16 SAVING AND LOADING

17 *AC/DC LIVE: ROCK BAND* CREDITS

20 SONG CREDITS

21 WARRANTY

22 CUSTOMER SUPPORT - HERE TO HELP YOU

www.harmonixmusic.com
www.mtv.com
www.ROCKBAND.com

GETTING STARTED

1. Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system.
2. Check that the system is turned on (the on/standby indicator is green).
3. Insert the *AC/DC Live: Rock Band* disc in the system with the label side facing up.
4. Attach game controllers and other peripherals as appropriate.
5. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTE: When using the multitap (for PlayStation®2), a controller must be connected to controller port 1-A.

www.EA.com

INTRODUCTION

AC/DC Live: Rock Band features an 18 song expansion pack for the award-winning, genre-defining rhythm game *Rock Band*. Using *Rock Band* peripherals, embark on solo or cooperative careers as a guitarist, drummer or singer, rocking out to some of the biggest rock anthems from the one-and-only AC/DC.

STARTING TO ROCK

COMPLETE CONTROLS

MENU NAVIGATION

To navigate menus, press the left analog stick or Directional buttons to highlight an option, press the ⊗ button to open its submenu (if applicable), press the Directional buttons or left analog stick again to highlight a selection, then press the ⊗ button to confirm.

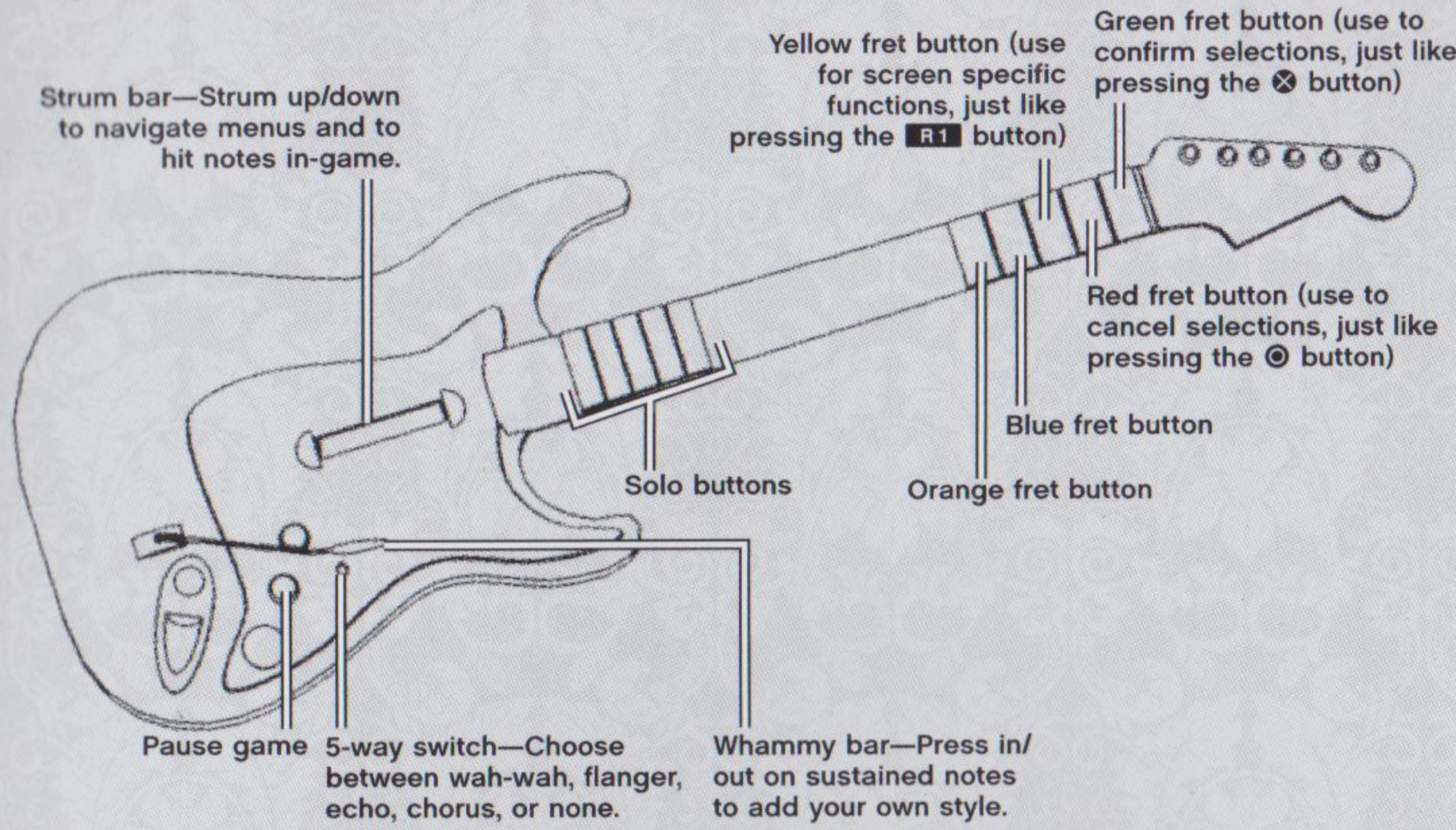
VOCALS

Adjust vocal track volume (when microphone is enabled)	◉ button
Adjust the volume of your vocals (when microphone is enabled)	△ button
Adjust mic sensitivity (when enabled)	□ button
Pause game	**START** button

FENDER™ STRATOCASTER™ GUITAR CONTROLLER

To play guitar or bass, press and hold the fret buttons matching the notes you see coming down the track. When those notes cross the target at the bottom of the screen, press down on the strum bar to play the note.

- Don't forget, you can hold those fret buttons down in advance. Just like with a real guitar, it only makes noise if you strum.

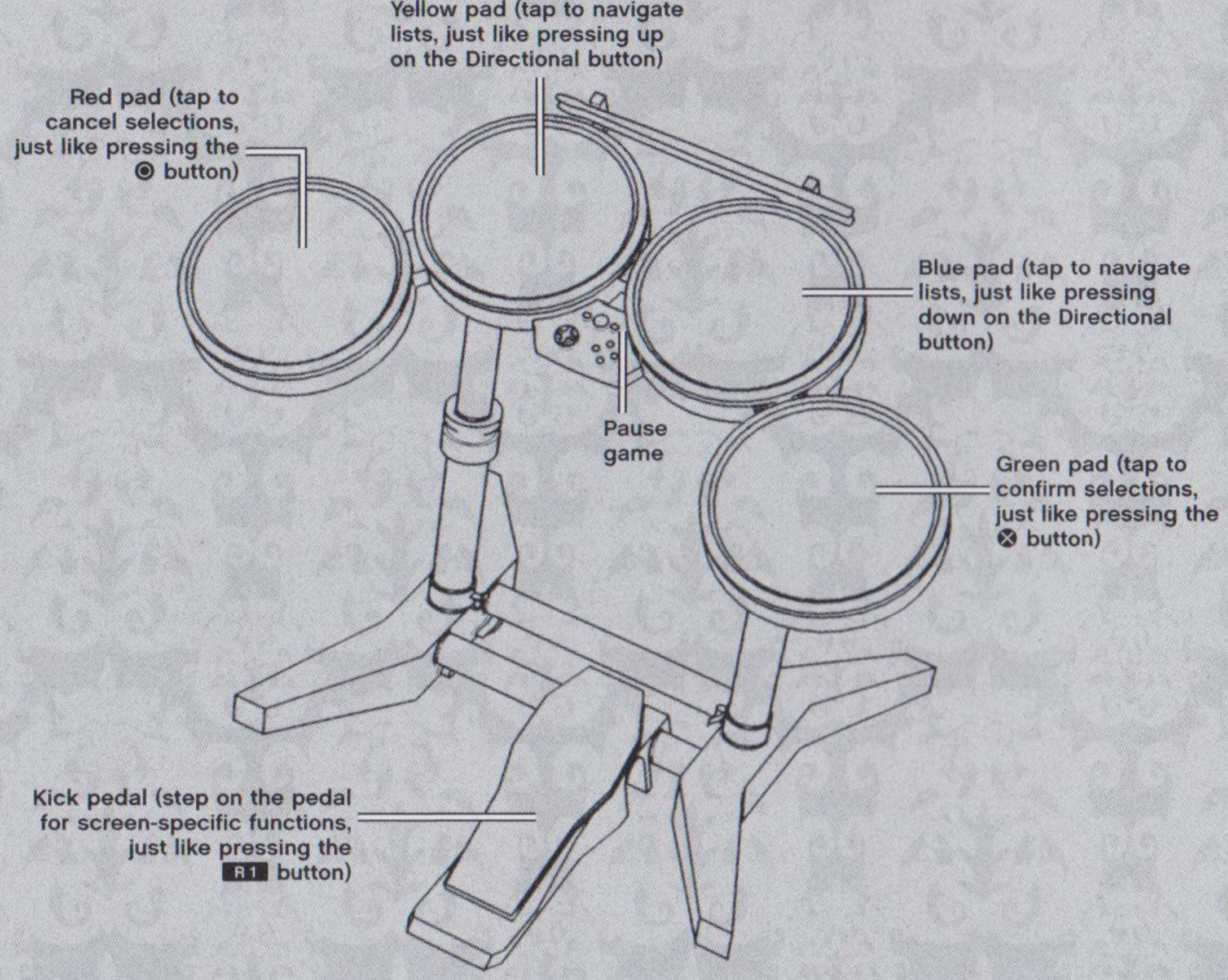

Yellow fret button (use for screen specific functions, just like pressing the R1 button)
Green fret button (use to confirm selections, just like pressing the ⊗ button)
Strum bar—Strum up/down to navigate menus and to hit notes in-game.
Red fret button (use to cancel selections, just like pressing the ◉ button)
Blue fret button
Solo buttons
Orange fret button
Pause game
5-way switch—Choose between wah-wah, flanger, echo, chorus, or none.
Whammy bar—Press in/out on sustained notes to add your own style.

NOTE: Tilt the controller neck upwards to go into Overdrive.

For information on how to play the guitar in-game, see p. 9.

DRUMS

To play the drums, use your drumsticks to hit the pads that match the rhythm notes as they cross the target at the bottom of the track. Press your foot down on the kick pedal when you see wide, orange notes cross the target at the bottom of the track.


Yellow pad (tap to navigate lists, just like pressing up on the Directional button)
Red pad (tap to cancel selections, just like pressing the ◉ button)
Blue pad (tap to navigate lists, just like pressing down on the Directional button)
Pause game
Green pad (tap to confirm selections, just like pressing the ✕ button)
Kick pedal (step on the pedal for screen-specific functions, just like pressing the R1 button)

IMPORTANT NOTE: If you run out of USB ports while connecting *AC/DC Live: Rock Band* USB-compatible peripherals, you can use any USB hub for additional ports.

MAIN MENU

At the title screen, press the **START** button to access the main menu and start building your musical legacy.

SOLO Perform a song just for fun in Quickplay mode, or get out there on the road as a guitarist, singer, or drummer on your own Solo Tour.

MULTIPLAYER Play with your friends in Band Quickplay mode, hit the road to fame in Band Tour mode, or if you have a score to settle, play against your friends in Tug of War or Score Duel modes.

TRAINING Learn tricks of the trade or just practice. From basic techniques to advanced maneuvers, improve your guitar playing, drumming, or singing here.

OPTIONS Adjust audio, gameplay, and data options, or calibrate your game for your television type.

EXTRAS Check out some special features by the creators of *AC/DC Live: Rock Band*.

OPTIONS

To adjust options, select OPTIONS from the main menu.

- Select VIDEO to choose either Progressive Scan or Widescreen viewing modes.
- Select AUDIO SETTINGS to adjust Vocal Settings as well as Instrument, Background Music, Crowd, and Sound Effects volumes.
- Select GAMEPLAY SETTINGS to change to Lefty Mode or select a Vocal Style (Scrolling or Static).
- Select MANAGE DATA to rename or delete Character Data, Band Data, or save and load games.
- To calibrate your system, select CALIBRATE SYSTEM. For more information, see p. 8.

TV CALIBRATION

Even the most novice musician should be able to pick up and play *AC/DC Live: Rock Band* right out of the box. In some cases, however, particularly with HDTV systems, the audio and video may play at different times, making it difficult to play the right note at the right time. If you are ready to blame your TV for your less-than-stellar musicianship, try calibrating your system.

To calibrate your system, select CALIBRATION SETTINGS from the Options menu.

MANUAL CALIBRATION

1. Select OPTIONS from the main menu, then select CALIBRATION SETTINGS to proceed to Step 1: AUDIO CALIBRATION.
2. Each time you hear a drum beat, press the ⊗ button/strum/hit the green pad in time with the beat you hear.
3. Proceed to Step 2: VIDEO CALIBRATION. When you see the needle hit either side of the meter, press the ⊗ button/strum/hit the green pad in time with the needle.
4. Press the ⊗ button. Your system is now calibrated. Test it out!

MANUALLY SET NUMBERS

If you can't get an ideal calibration using Manual Calibration, try setting your calibration numbers by hand. Select SET LAG MANUALLY from the Audio Calibration and Video Calibration screens. Once you've gone through all the steps, you might try testing your work in Quickplay or Practice mode to see if you've gotten the calibration right. If it's still not perfect, try calibrating again.

If after all that you're still having trouble—or if you just want more information about calibration—please visit www.rockband.com.

LEARNING TO ROCK

TRAINING

Practice makes perfect—even for the cockiest soon-to-be superstar.

TUTORIALS

Select TRAINING from the main menu, then TUTORIALS to learn your craft. These tutorials are perfect for beginners or for those looking to learn a few advanced techniques.

PRACTICE MODE

In Practice mode, you aren't being scored, so it's a great way to try out advanced techniques or master a song without annoying your bandmates or the crowd. Select a song, then a difficulty level (EASY, MEDIUM, HARD, or EXPERT). Next, select the start and end sections of the song you want to play. Then select the speed that's most comfortable for your playing ability.

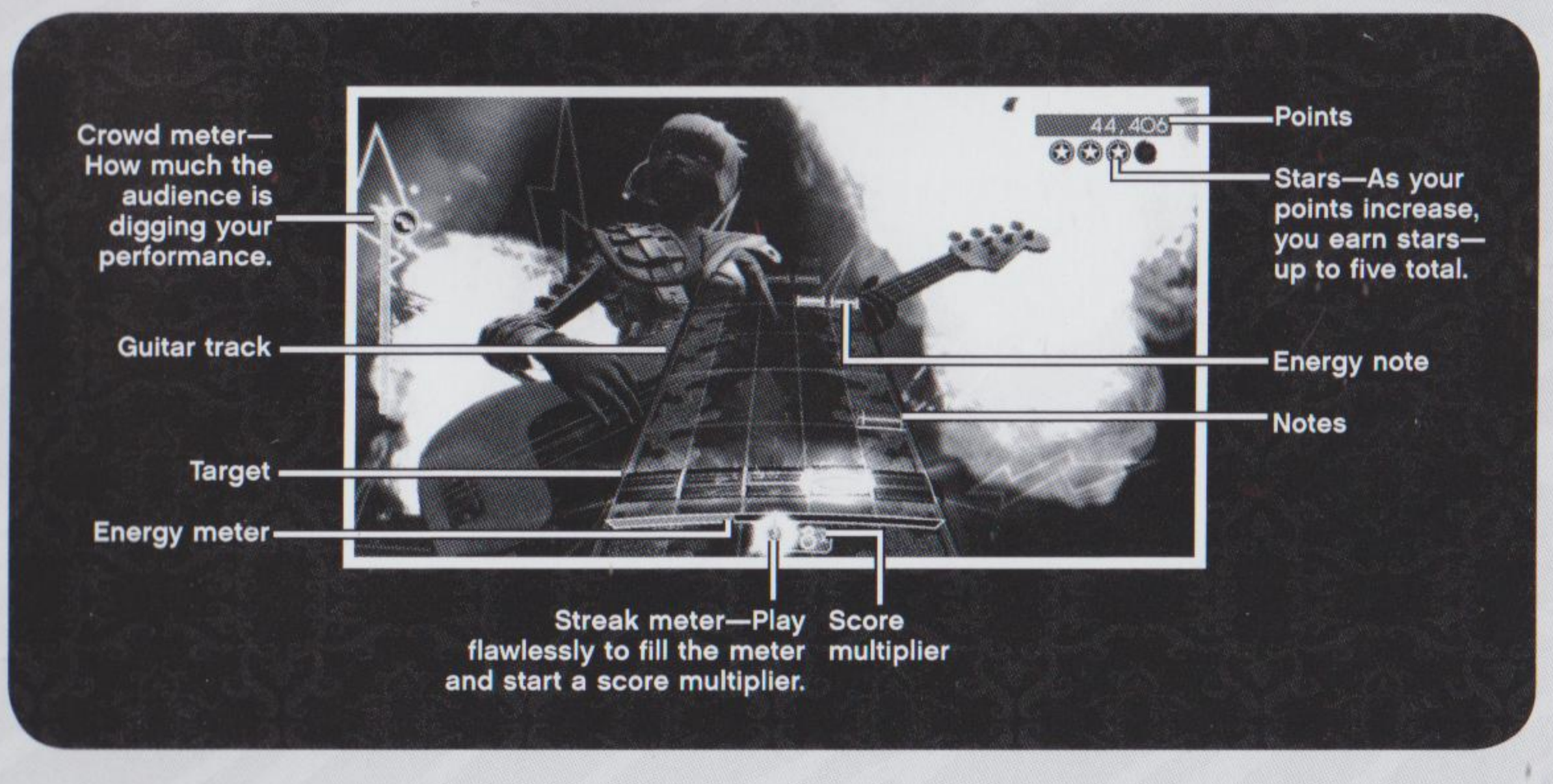
- In Practice mode, you aren't scored, which means you can try out your wildest styles or put your craziest playing to the test without fear of losing the crowd.

TIP: Tough songs are easier to tackle at half speed!

GUITARIST/BASSIST

Tear it up as a guitar god or a solid, in-the-pocket bass player.

- Plug in your Fender™ Stratocaster™ guitar controller (or any other compatible guitar peripheral) and get ready to soak up the spotlight.



BASICS

To shred like a pro (or, at least, an ambitious beginner), hold down the fret button that corresponds with the next note that will pass through the target. As it passes, strum up or down on the Strum Bar to play the note.

- To keep things simple, if you see several notes of the same color in a row, you can keep the correct fret button depressed and strum only when the note passes the target.
- When playing chords, you'll need to play more than one note at the same time. Don't panic, you'll be fine. Just press down the correct fret buttons simultaneously and strum when appropriate.
- Keep an eye on the Crowd Meter—it tells you how much the audience is digging your performance. Play too many wrong notes and the Crowd Meter slips into the red. When it's completely empty, you're kicked off the stage.

WHAMMY BAR

Customize your sound during long notes by reaching for that whammy bar.

- To use the whammy bar, press it in towards the guitar. This bends the notes you're playing and gives your tone some depth. But don't overdo it, you ain't Steve Vai, champ. (Unless, of course, you actually *are* Steve Vai, in which case, carry on.)

ENERGY

Whip the crowd into a frenzy, rack up some serious points, and even save yourself or a bandmate—all by going into Overdrive!

- **To build up your Energy, nail the special glowing note phrases to fill up your Energy Meter. When the meter is at least half-full, you can use your Energy to go into Overdrive by tilting your guitar towards the heavens. While your Energy is draining, the crowd will be all yours and your score will be climbing out of control.**

TIP: If you see a special long glowing note, whammy that sucker to fill up your Energy Meter at an even faster rate.

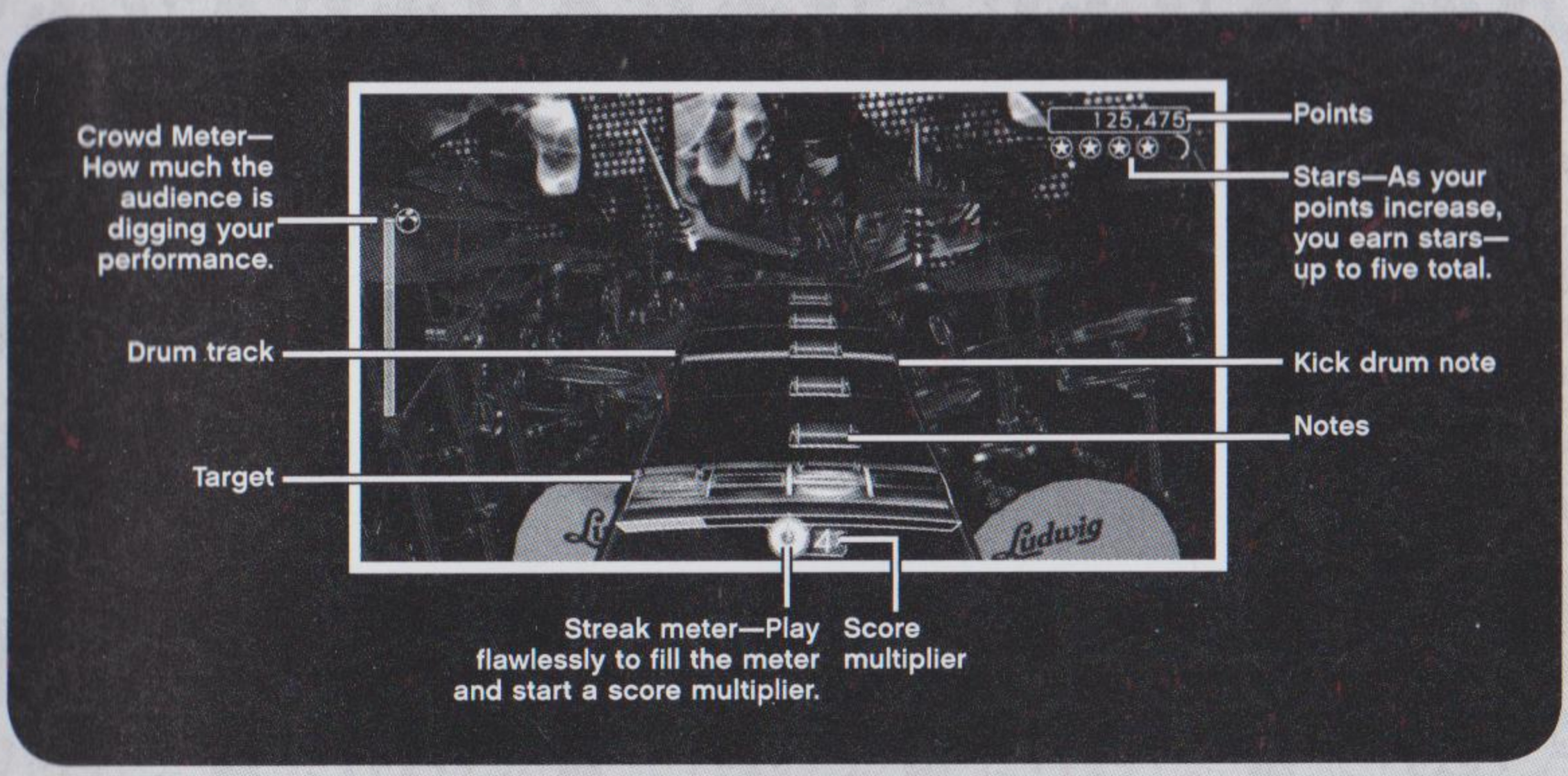
SOLOS

Come on, admit it; you only got into playing guitar for the solos. But who didn't?

- When you start your solo, the Solo Indicator appears. The Solo Indicator keeps track of how many notes you've landed so you can brag to your guitar techs about it later.
- If you have a Fender™ Stratocaster™ Guitar Controller, you can use the five special fret buttons high up on the neck near the body for soloing. When pressing these buttons, you don't need to strum, so you can finger tap that solo—or just showboat like crazy.

DRUMMER

If you believe you're the reason the term "drum solo" was invented, welcome to the band.



THE BASICS

Keep the beat like a human metronome by hitting the correct colored drum pad when the matching note crosses the target.

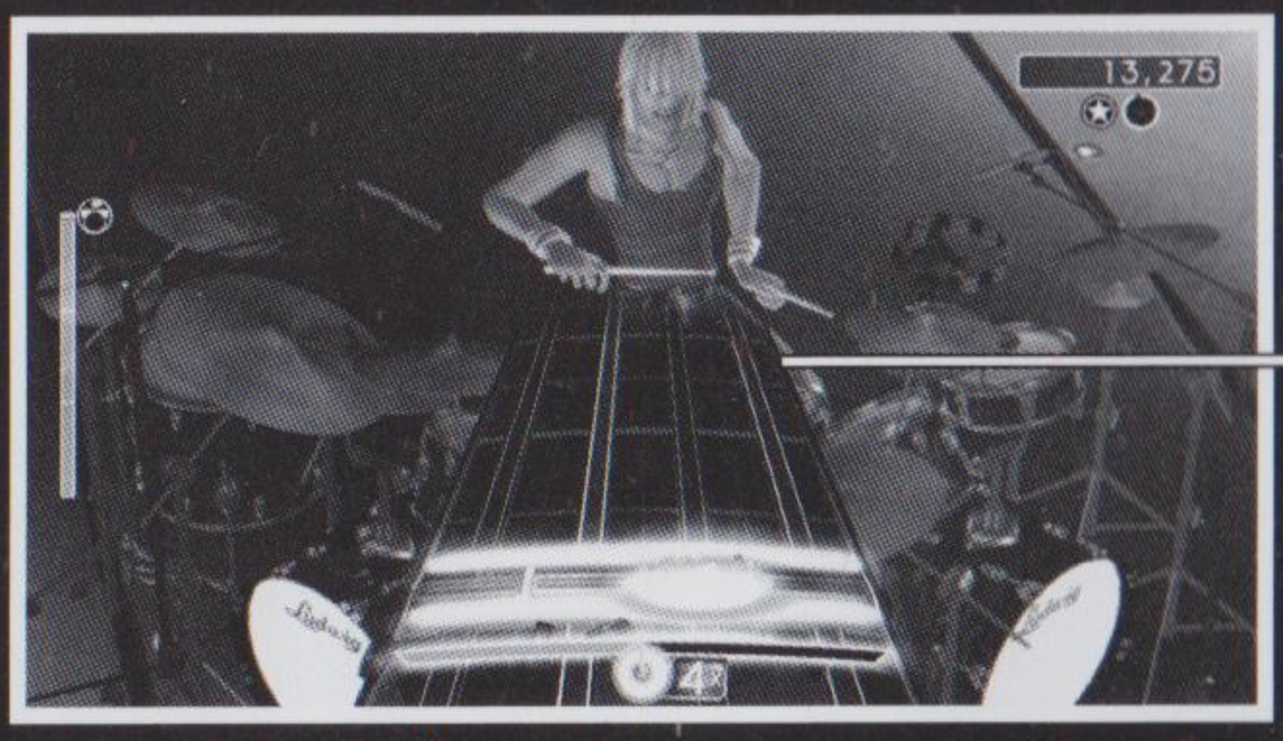
- Hit the drum pad that matches the rhythm note you see as it crosses the target at the bottom of the screen.
- The wide orange notes are for the kick pedal—stomp on that bad boy when these notes cross the target.
- Keep an eye on your Crowd Meter. If you miss too many notes—or hit too many of the wrong ones—you'll lose the crowd and get kicked off stage.

TIP: Before heading out onstage you might want to master the drums in the tutorials. Select TRAINING from the main menu.

FOR THE PROS: The red drum is your snare, the green drum is your crash, and the yellow and blue drums are your cymbals (that turn into toms during fills).

ENERGY

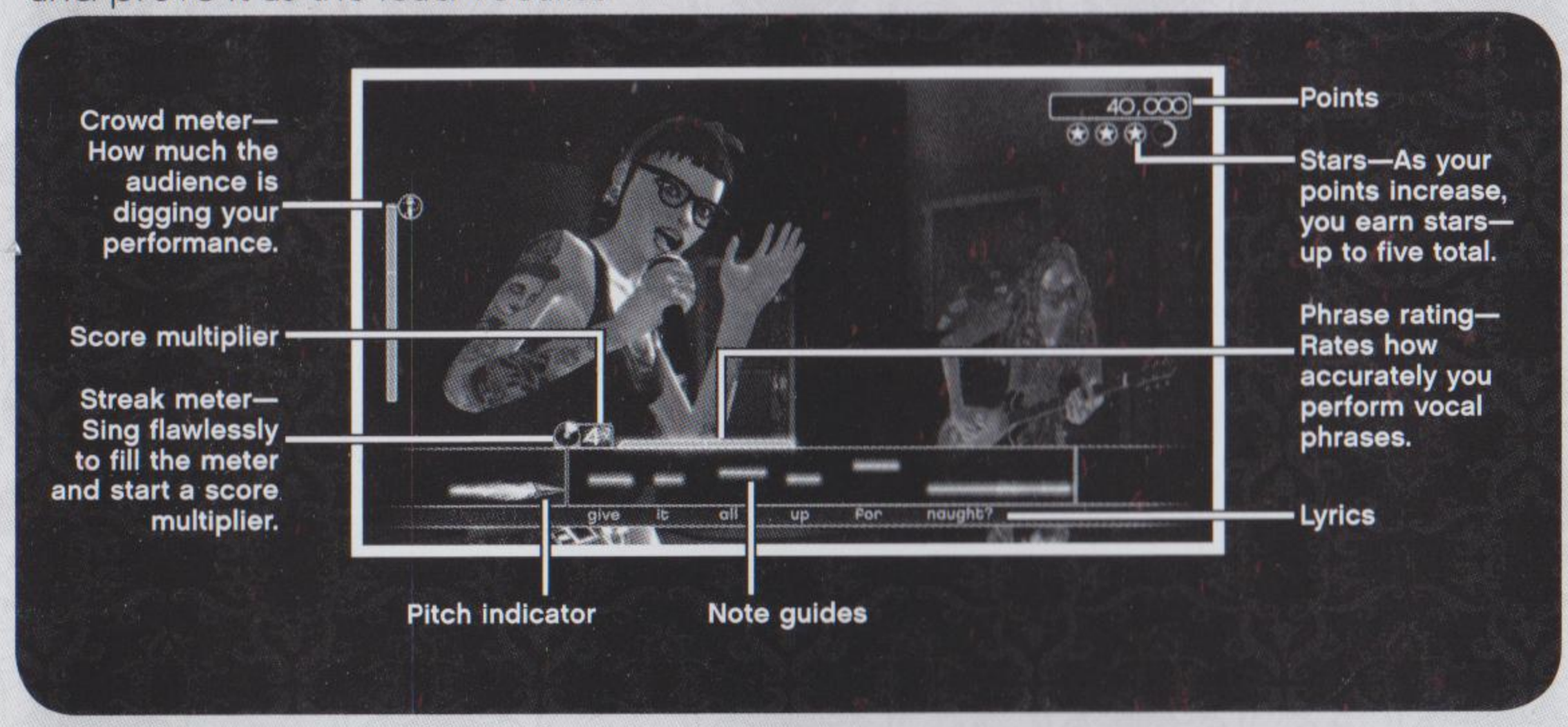
If you see four solid color bars appear on the screen, that's your cue to bust out an awesome drum fill. Drum fills increase the level of Energy in your Energy Meter, driving the crowd wild. Plus, they are just plain *awesome*.



- **At the end of the drum fill, you'll see a green crash note appear. To use your Energy, nail that green crash. While your Energy Meter drains, the crowd will be going nuts and your points will skyrocket.**
- **If you choose, you can also wait to build your Energy further before using it. To wait, simply don't hit the green crash cymbal at the end of the fill.**

LEAD SINGER

Think you're worthy of wielding the mic? Plug in your USB-compatible microphone and prove it as the lead vocalist.


Crowd meter—How much the audience is digging your performance.
Score multiplier
Streak meter—Sing flawlessly to fill the meter and start a score multiplier.
40,000
Points
Stars—As your points increase, you earn stars—up to five total.
Phrase rating—Rates how accurately you perform vocal phrases.
give it all up for naught?
Lyrics
Pitch indicator
Note guides

NOTE: You must have a microphone to sing. Any USB-compatible mic should work.

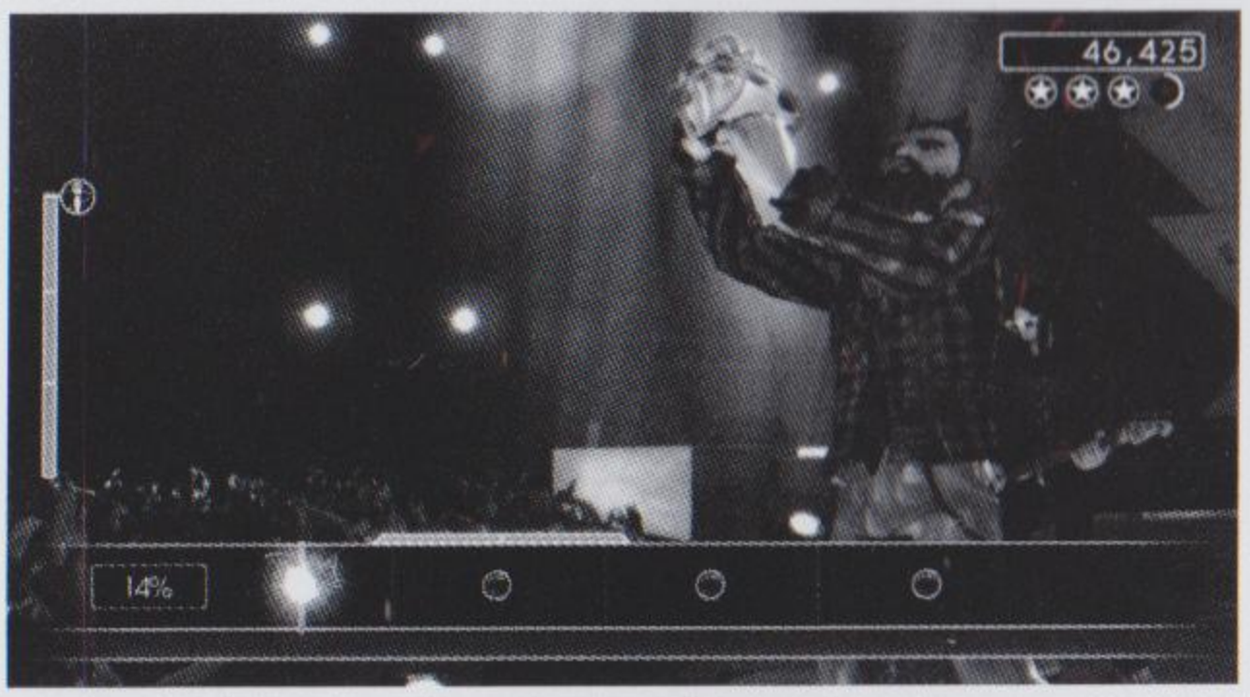
LYRICS

Sing the words as they pass the bar on the left side of the screen. Follow along with the note guides.

PITCH

The Pitch Indicator shows you the pitch you're singing. If a song is out of your range you can always sing an octave higher or lower. As long as you're singing the right note, you're still on the money.

TIP: Watch the Pitch Indicator. If you don't know a song, you can try to wing it by guessing until the Pitch Indicator lines up with the note guide.

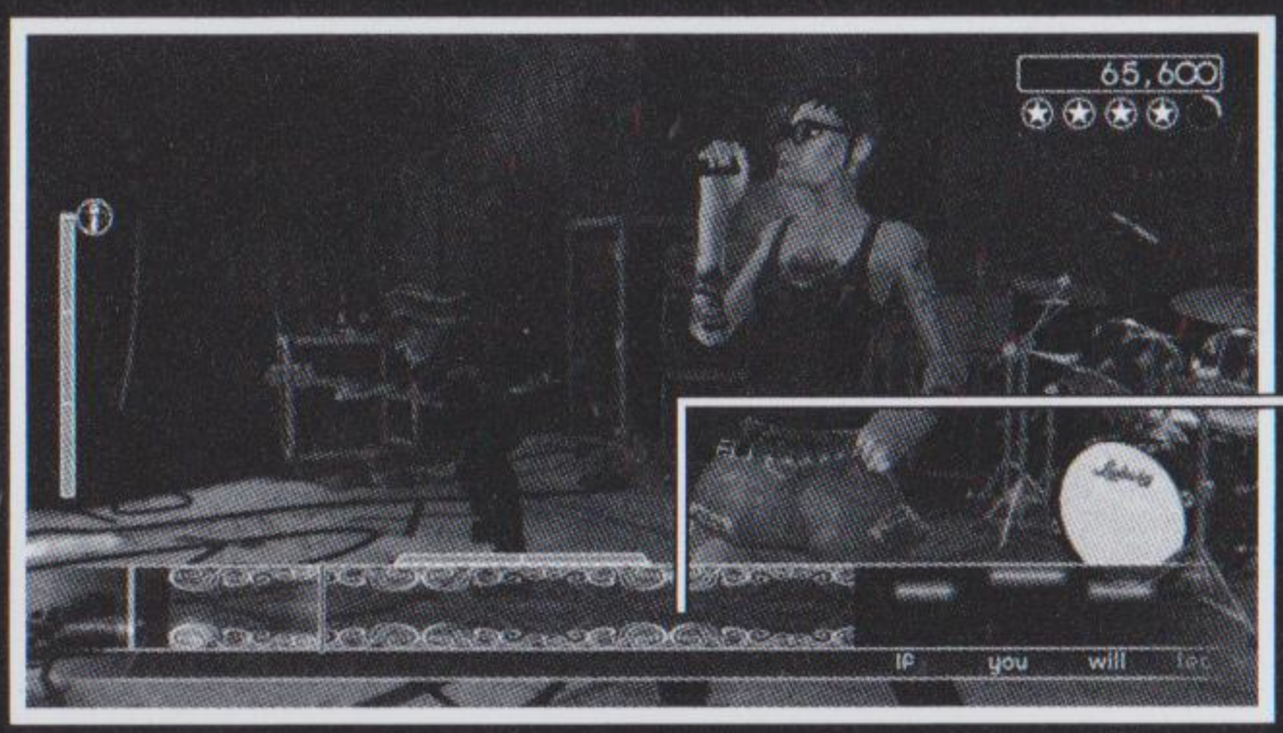


NOTE: If you see those special percussion notes scrolling on the screen, whack the microphone against your hand in time with the notes passing through the target. Percussion notes allow you to play a little tambourine—or, *ahem*, cowbell—while the other musicians are doing their thing.

ENERGY

Energy Phrases

When you see a special glowing phrase, sing those sections as accurately as you can and you'll gain Energy and fill your Energy Meter.



Freestyle Section

- **To use your Energy, look for special lit-up yellow sections without note guides—called Freestyle Sections—and just belt something out to go into Overdrive! You're the singer after all, so improvise something!**

VOLUME CONTROL

You can control how much—or how little—you hear yourself or the original artist during a song using the buttons on your controller.

- To adjust the vocal track (the master recording), press and hold the ◉ button, then press the Directional button ⬅/➡.
- To adjust the volume of the singer's track (you), press and hold the △ button, then press the Directional button ⬅/➡.
- To adjust the mic sensitivity, press and hold the ▣ button, then press the Directional button ⬅/➡.

ROCKING OUT SOLO

Get ready to pick up your axe, drumsticks, or mic, and show the world what you've got.

- To begin, select SOLO from the main menu. Choose to either do a simple one-shot QUICKPLAY performance or go on a SOLO TOUR.

SOLO TOUR

Play through this electrifying concert setlist from start to finish to solidify your permanent place in rock 'n' roll history!

- To begin a Solo Tour, select SOLO from the main menu, then choose SOLO TOUR.

QUICKPLAY

Select SOLO from the main menu, then choose QUICKPLAY. Select a song, then a difficulty setting and get ready to bring down the house.

ROCKING AS A BAND

So playing solo was fun, but now you're ready to play as a band. You're gonna have to deal with drama, power plays, and divided profits. But the pay-off can be pretty sweet ... plus you'll be able to take shifts driving the van. Read on, but remember: there is no "I" in band. You'll have to learn to work together.

- To play as a band, select MULTIPLAYER from the main menu.

TIPS FOR PLAYING AS A BAND

SAVING BANDMATES WITH ENERGY

Got a bandmate who's having an off night? Go into Overdrive, get the crowd moving, and save your band's career—all at the same time.

- If a bandmate fails during a performance, you can bet the crowd is gonna notice—it'll bring down your Crowd Meter, which is no fun. But here's the good news: you can get them back by using your Energy.
- After you bring a bandmate back, remember: it's three strikes and they're out. After three failures, your bandmate gets kicked off stage for the rest of the song. And, yes, the crowd gets mad.

COMBINING ENERGY

Sure, you can use your Energy to bail out one of your less-talented bandmates, but that's no fun. What's really awesome is when you and your bandmates go into Overdrive all at the same time! Not only do you work the crowd into a frothing mass of hysteria, you earn a band multiplier of up to 8x! The multiplier affects everyone (not just those of you in Overdrive)—now that really racks up the points!

TIP: Going into Overdrive at the same time as your bandmates can be tricky! Keep an eye out for bandmates in Overdrive and then unleash your Energy!

MULTIPLAYER MODES

To play as a band, select MULTIPLAYER from the main menu.

BAND TOUR

Play through this electrifying concert setlist from start to finish to catapult your band into rock superstardom! You can have up to four band members, and the more members you have, the more points you can earn … unless, of course, they suck.

- Select MULTIPLAYER from the main menu, then BAND TOUR to start your path to glory as a band. In the Select Your Band screen, choose to either START A BAND (you are the band leader) or JOIN A BAND (someone else is the leader). In the Connect Controller screen, all band members must press the the green fret/⊗ button/green pad to join. Nice, you're in a band!

NOTE: The band leader must be connected in order for the band to play.

BAND QUICKPLAY

Select MULTIPLAYER from the main menu, then BAND QUICKPLAY to pick up a gig as a band. All band members must press the green fret/⊗ button/green pad to join. Select a song, then each player selects a difficulty level.

TUG OF WAR

In this mode it's just you versus another up-and-coming musician in a battle of skill. Trade off different sections of the chosen song to see who can play more perfectly and, ultimately, win over the crowd.

- To play, select MULTIPLAYER from the main menu, then choose TUG OF WAR.

SCORE DUEL

In a Score Duel, you're competing against an opponent who is playing the same instrument as you at the same difficulty level. Whoever's got the better chops gets bragging rights for all eternity.

- To play, select MULTIPLAYER from the main menu, then SCORE DUEL.

SAVING AND LOADING

You must have a memory card (8MB) (for PlayStation®2) to save your game progress.

- Your Solo or Band Tour mode progress is automatically saved at the end of a performance.

AC/DC LIVE: ROCK BAND CREDITS

PI STUDIOS

Adriel Goddard, Alex Sengsoury, Ally Kates, Andrew S. Giles, Ben Donatelli, Brandon Biggs, Brian Bugh, Brian Hoss, Brian Megargee, Brittany Maxey, Calvin Bryson, Cameron Lamprecht, Chea O'Neill, Chris Foster, Chris Steiger, Christian Easterly, Christina Ward, Christopher Hapner, Chuck Carson, Cody Hastings, Cole Hopkins, Corey Grant, Dan Kramer, Dan Sgranfetto, Daniel Casslasy, Daniel Devorkin, Darren Edgar, Dave King, David Mertz, Derek Smith, Dirk Jones, Emory J. von Au IV, Eric Malek, Evan May, Gavin Goslin, Grace Holter, H. William Roeske III, Harry Oliver Jones, Jared T. Bialo, Jason Lederer, Jason Spencer, Jason Suarez, Jeremy Statz, Jessica Oyhenart, Joel Burke, Joey Alfeche, Joey Garcia, Joey Vento, John Duc-Tri Nguyen, John Faulkenbury, Johnny Villarreal, Jon Jordan, Joseph Novak, Kenn Hoekstra, Kristin Ritchie, Lance Riggs, Lasha Johnson, Lisa Jones, Louis Myers, Matt Cratty, Matt Donatelli, Matthew Hemby, Michael Helms, Mike Pankratz, Mike Quinn, Nick Borrelli, Obray Williams, Ole Thomasen, Peter Mack, Rhett Baldwin, Rich Marble, Richard Giliam, Richard Hopper, Robert Erwin, Roger Castro, Ryan Austin, Scott McNutt, Sharon Newton, Steven Pierce, Tatum Tippett, Timothy Patterson, Todd Daniel, Travis Jones, Wesley Barta, Will Edwards

QA

Brandt Smith, Cary Gordon, Charles Fahselt, Christopher Dodd, Edward Barnett, Francisco Borecki, Hasan Tariq, Jesse Ziglar, Jim Cook, Joel Cotes, Joshua Causey, Kevin Hebert, Mark Meza, Matt Mirkovich, Matt Walther, Michael Huddleston, Michael Taylor, Michael Walters, Miguel Rial, Phillip Davis, Ryan Cortes, Ryan Ireland, Scott Enyart, Seth Petersen, Shiny Hsu Imberman, Graham Everett, Ricky Diaz, Stephen Dodd

HARMONIX TRACK PACK TEAM

Producer: Matt Kelly

Associate Producer: Jon Carter

Production Assistant: Tom Bartlett

Additional Production: Pete Maguire

Senior Designer: Sylvain Dubrofsky

Additional Design: Casey Malone

Writers: Helen McWilliams, Brett Milano

Audio Director: Eric Brosius

Audio Producer: Heather Wilson

Audio Production Assistants: Julie Benevides, Anya Macmillan

Senior Sound Designers: Jeff Allen, Patrick Balthrop, Arthur Inasi, Izzy Maxwell, Sachi Sato

Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Greg Capolino, DanCrislip, Caleb Epps, Joe Kelly, Kedaar Kumar, Rob Lynch, Devon Newsom, Chris Wilson, Emeen Zarookian

Additional Sound Designers: Maclaine Diemer, Matthew Levitt, Jonathan Rubinger, Cindy PoChun Wang

Engineering Director: Eric Malafeew

Art Director: Ryan Lesser

Artists: Matt Durso, Erica Henderson, Todd Robertson, Jessica Taylor, Sherika Vitureira

Lip Sync Animators: Tony Astone, Michael Georgeson, Anne Marie Ticaric, Erin Young

Lip Sync Intern: Kristin Palach

QA Leads: Matt Adams, Matt Clement, Dan Krikorian, Jay Magrisso, Joseph Pagliuca III

Senior QA Testers: Jeff Cardin, Tim Dwyer, Keith "Anarkeith" Smith

QA Testers: Armen Casarjian, Katy Cone, Jonathan Pardo, Dave Plante, Chris Rando, Nathaniel Read, Emily Nell Waddy, Frank Washburn, Grace Williams

Additional QA Testers: Chuck Alessi, Robert Butts, Adam Cardoza, Josh Dieckmann, Marissa Flabouris, Alex Gold, Josh Goldstein, Conrad Hollomon, Mike Lattiak, Milo Martinez, Maria O'Brien, Drew Olsen, Tom Peterson, Ben Remignanti, Robert Shepherd, Matthew Taylor

QA Administrative Assistant: Carolyn Kelly

HARMONIX MUSIC SYSTEMS, INC

Harmonix Management

Harmonix Management

CEO: Alex Rigopulos

CTO: Eran Egozy

COO: Mike Dornbrook

VP Product Development: Greg LoPiccolo

VP Business Development: Florian Hunziker

Project Management

Director of Production: Tracy Rosenthal-Newsom

Creative Director: Josh Randall

Senior Producers: Kasson Crooker, Matthew Nordhaus, Michael Verrette

Producers: Matt Kelly, Jason Kendall, Alex Rossi, Naoko Takamoto, Jason Warburg, DeVron Warner, Heather Wilson

Associate Producers: Jon Carter, Gordon Fellows

Production Assistants: Tom Bartlett, Julie Benevides, Anya Macmillan

Programming

Director of Engineering: Eric Malafeew

Senior Software Developers: John Eskew, Mark Finch, James Fleming, Avida Michaud, Aurelio Ramos, Dan Schmidt, Brian Stephens

Software Developers: Ike Adams, Doug Applewhite, Rafael Baptista, Bryn Bennett, Dan Brakeley, Ethan Fenn, Marc Flury, Roger Hanna, Matt Moss, Jeremy Parker, Geoff Pitsch, Jessica Scott, Jeff Somers, Josh Stoddard, Rob Stott, Chris Welch

Design

Design Director: Chris Foster

Senior Designers: Sylvain Dubrofsky, Dan Teasdale

Designers: Casey Malone

Playtest Coordinator: Chris Canfield

Playtest Production Assistant: Jyllian Thibodeau

Writers: Helen McWilliams, Brett Milano

Art

Art Director: Ryan Lesser

Art Manager: Jason Arnone

Senior Artists: Ben Bathen, David Battilana, Adam Carriulo, Jeff Carroll, Mitch Fletcher, Matt Gilpin, Steven Kimura, Peter MacDonald, Kevin McGinnis, Dare Matheson, Matt Moore, Brian Parnell, Jed Wahl, Adolph Wong

Character Artists: Paul Lyons, Eliot Min, Matt Perlot, Mallika Sundaramurthy, Shawn Witt, Reiko Murakami

Animation Lead: Kelly Scott

Animators: Jeff Carroll, Chris Hartelius, Riseon Kim, Kerry Roan

Lip Sync: Tony Astone, Michael Georgeson, Anne Marie Ticaric, Erin Young

Venue Lead: Peter MacDonald

Venue Artists: David Battilana, David Boghdan, Brian Gibson, Steven Kimura, Matt Moore

Lighting Artist: Aaron DeMuth

Camera Artist: Noah Berkley

UI Lead: Kevin McGinnis

UI Artists: John Dee, Brian Gibson, Shawn Witt, Nathan Wright

Media Artists: David Goodrich, Todd Robertson

Audio

Audio Director: Eric Brosius

Senior Sound Designers: Jeff Allen, Arthur Inasi, Izzy Maxwell, Sachi Sato

Sound Designers: Robert Armaline, Adam Arrigo, Jeremy Bridge, Dan Crislip, Caleb Epps, Kedaar Kumar, Rob Lynch, Devon Newsom, Emeen Zarookian

VO Talent: Kurt Davis, Izzy Maxwell, Helen McWilliams

Quality Assurance

Director of QA: Luke Jacobs

Senior QA Lead: Bill Cook

QA Leads: Matt Adams, Tim Cook, Daniel Krikorian, Joseph Pagliuca III, Aaron Price, Jessica Smith, Justin Stanizzi, Simon Yan

Senior QA Testers: Steven Razlo Bailey, Adam Baptiste, Matt Clement, Tim Dwyer, Chris Enright, Michael Lewis, Eric Pope, Brett Rouse, Keith Smith

QA Testers: Chuck Alessi, Robert Butts, Adam Cardoza, Armen Casarjian, Daniel Chace, Eric Chon, Katy Cone, Jeff Dishman, Joshua Dieckmann, Ryan Griffin, Jonathan Haught, Brian Imhausen, Sarah Javaheri, Sean Kearney, Bryan Marshall, Josh Myers, Maria O'Brien, Chris Rando, Robert Shepherd, Jason Silva, Grace Williams,

QA Engineers: Whitney Sternberg

QA Coordinator: Mark Grimm

Web Community and Public Relations

Wed Director: Jeff Chause

Web Producer: Steve Moy

Associate Web Producer: Fish McGill

Senior Web Developer: Allen Holt, Jim Krehl, Ady Otoole

Senior Web Designer: Rumsey Taylor

Senior Web Systems Administrator: Simon Kuhn

Flash Developer: Colby Grenier

User Experience Designer: Matt Derby

Web Editor: Brett Milano

PR Coordinator: John Drake

PR Advisor: Spencer Steere

Manager of Community Development: Sean Baptiste

Community Moderators: Alex Navarro, Aaron Trites, John Veneron

Community Intern: Max Papas

Support

Administration Director: Kris Fell

IT Director: Greg Rich

Art Admin Assistant: Rebecca Potter

HR Administrator: Janet Freed

IT Support Assistant: Dan Conway

IT Support Specialists: Chris Palmer

Reception and Admin Assistants: Ben Carr, Kurt Davis

Production & Recruiting Admin Assistants: Emily Gabrian, Hilary Emmons

Executive Assistant: Cheryl DalPozzal

Accountant: Melonie Newman

Administrative Assistant: Shari Eleftherion

G & A Coordinator: Tim Zylicz

The Interns: Jacob Brown, Keith Emmanuel, Orion Ghirin, Eric McDonald, Michael Vitale

Outsource Art

Character Asset Creation: Original Force 3D, Liquid Development

Instrument Asset Creation: Liquid Development

Motion Capture and Animation: Curious Pictures

Additional MoCap/Char Editing: Perspective Studios

MoCap Performers: Bryn Bennett, Craig Billmeier, Bryan Eck, Valerie Forgione, Mary Gatlin, Jenny Hurricane, Jason Kendall, Theo Kogan, Margaret LaBombard, Ryan Lesser, Chris Mascara, Anita Menotti, Milena Selkirk, Gina Volpe, Jami Wolloff

Fonts

"ITC" and "Avant Garde" are trademarks of International Typeface Corporation, registered in the U.S. Patent and Trademark Office and may be registered in certain jurisdictions. "ITC Serif Gothic" is a trademark of International Typeface Corporation which may be registered in certain jurisdictions.

"Kabel" is a trademark of Linotype Corp., registered in the United States Patent and Trademark Office and may be registered in certain jurisdictions in the name of Linotype Corp. or its licensee Linotype GmbH.

Fakir is a trademark of Underware (Groenewegje 136, 2515 LR Den Haag, the Netherlands, www.underware.nl) and may be registered in certain jurisdictions.

Additional fonts provided by House Industries, Elsner+Flake and Veer Incorporated.

Harmonix Manufacturing and Licensing

Director of Hardware Development: Daniel Sussman

Consultant Extraordinaire: Jerry Wolosenko

Manufacturing Analyst: Mickael Bougis

Manufacturing Operations Assistant: Yasin Celik

Product Manager: Paul Gallo

Creative Designer: Matt Boch

Design Technician: Derek Enos

QC Coordinator: Nate Stoddard

SPECIAL THANKS

Andy Rifkin, Saul Jodel, Jonathan Hayes, Jasmine Fan, Fred Ip, Eddie Chan, Rainer Wong, Sharon Chan, Philip Chiu, Sam Lam, John Ma, Daniel Wu, Kin Chan, Ken Ho, Patrick Lee, Ricky Chan, Brian Ma, Jeff Morrow, CQ Wang, Jeffery Wu, Tony Ho, Yuan Zhe, Vivian Xie, Wilson Ng, C.H. Leung, Timmy Hou, Alvin Hou, Peter Lau, Francis Kwong, Dennis Leung, Stanley Juang, Stephen Nicewicz, Cameron Little, and Yan Chan

Music Instrument Sponsors

The Avedis Zildjian Company, with special thanks to Brad Baker, Ann Marie Sanfilippo, Chris Frezza and Jason LaChapelle

Fender Musical Instruments Corporation, with special thanks to Bill Mendello, Mark Van Vleet, Brian Tedeschi, Ritchie Fliegler, Del Breckenfeld, Jason Padgitt, Clay Lyons, Richard McDonald, Bill Cummiskey, Justin Norvell, and Paul Herring

Ludwig Drum Company, a division of Steinway Musical Instruments, Inc., with special thanks to Rich Breske and Jim Catalano

Very Special Thanks

Matt Harding, Emily Ridgway, Harley Zhao, Aimee Schecter, Darren Hill, Danny Clinch, Clay Lyons, James Moaut and everyone at Hothead Games, Sessing Music Services, Julie Sessing, Wendy Turnbull, Billy F Gibbons, Sandra Volenec, Travis Bradshaw, Jason Brau, Chris Barr, Willy Wilson, Dan Schnapp, Wayne Josel Nick Eades, Alexander Eckhardt, Rob Humphrey, Jeff Winner, Scott Harmon, Quazal, Digital Ribbon, Delivery Agent, Label Interactive, Zazzle, Z Corporation, Scott King and Sean Cruise of Boston Photobooth Rental, William F Ludwig R.I.P., Bo Diddley R.I.P.

MTV GAMES

Executive VP: Jeff Yapp

Senior VP: Paul DeGooyer

Vice President: Bob Picunko

VP Marketing: Tony Calandra

VP Digital Business & Legal Affairs: Monty Sarhan

Senior Counsel Business & Legal Affairs: Sue Perng Lee

Director, Product Management: Rick Mehler

VP Sales: Alan Ferguson

Director, Sales: Dorothy Ferguson

Senior VP MTV Communications: Marnie Black

Senior Director, MTV Communications: Jeff Castaneda

Director, Creative: Stephanie D'Ambra

Product Management: Celine Willard

Project Management: Meredith Fromkin

Product Manager: Peter Banks

Sr. Producer: Marc Nesbitt

Special Thanks

Marianna Agathoklis, Sandy Alouete, Catherine Balsam-Schwaber, Nancy Bennett, Lewis Bogach, Glenn Briffa, Bob Brown,

Tom Calderone, Anita Chinkes, Angela Courtin, Nigel Cox-Hagan, Mary Beth Cunin, Pete DeGrazio, Tony DiBari, Tony DiSanto, Michele Dix, Amy Doyle, Rich Eigendorff, Kelley Electa, Sean Evans, Tina Exarhos, Chris Ficarra, Rob Forella, Kristin Frank, Stephen Friedman, Richard Gay, Cheryl Gehbauer, David George, Christina Glorioso, Brian Graden, Emilenne Gray, Liann Hagy, Tim Healy, Colin Helms, Stacey Herron, Andy Holeman, Courtney Holt, Pete Jacobs, Joanne Jacobson, Sam Judd, Deb Kadetsky, Hillary Kahn, Kevin Kay, Jeannie Kedas, Rick Krim, Evan Kroft, Robert Kusbit, Kerith Lemon, Marc Leonard, Jeffrey Light, Chris Linn, Mike Lopez, Ocean MacAdams, John MacDonald, Ross Martin, Tony Maxwell, Chris McCarthy, Duncan Macdonald, Lori Megown, Suzanne Norman , Anne Oakley, Joe Ortiz, Amy Pascale, Casey Patterson, Brian Philips, Shelly Powell, Courtney Powell, Lee Rolontz, Rosanne Russo, Dan Sacher, Niels Schuurmans, Bex Schwartz, John Shea, Lisa Sherman , Lisa Silfen, Dave Sirulnick, Jon Slusser, Deborah Sowray, Dario Spina, Shelly Tatro, Van Toffler, Perry Turcotte, Perry Turcotte, Wendy Weatherford, Keshia Williams, Brad Winters, Ben Zurier, the MTV/ Viacom legal team of George Cheeks, Jennifer Doehne, Michael Fricklas, Imani Garner, Michelena Hallie, Beth Matthews, Mark Morril, Vate Powell, and Heather Windt, the legal team of Brian Berliner, Keith Gray, Matt Kline, Carla Meninsky, Ian Ramage, Jordan Raphael, Joe Rosenbaum, Mark Samuels, Dan Schnapp, Bobby Schwartz, and Matt Syrkin

ELECTRONIC ARTS

General Manager, EA Partners: David DeMartini

Executive Producer, EA Partners: Sinjin Bain

Producer, EA Partners: Micah Loucks

Associate Producer, EA Partners: Steve Arnold

Sr. Development Director, EA Partners: John Vifian

Director of Partner Management, EA Partners: Nancy Fong

Partner Manager, EA Partners: Chris Serra

Sr. Director of Business Development, EA Partners: Florian Hunziker

Senior Manager of Finance, EA Partners: Dan Sherman

Group VP Marketing: Mike Quigley

Sr. Director Marketing: Craig Rechenmacher

Director, Marketing: Erika Peterson

Product Manager: Brent Dady

Associate Product Manager: Bobby Tunick

Sr. Publicist: Andrew Wong

Sr. Manager, PR: Bryce Baer

Administrative Assistant: Myle Zagorsky

Group VP, Consumer Marketing: Carolyn Feinstein

Operations: Anna Brown, Ken Kappner

Finance: Damian Butler, Larry Castro, Steve D'Eredita, Julie Kenst, Sayuri Ohno, Dan Sherman, Ross Thomas

Sales/Retail: Doug Bowser, Tom Cipolla, Scott Forrest, Neilly Newman, Mary McDonald, Laura Miele

Creative Services: Vyn Arnold, Dan Davis, Christopher Held, Corey Higgins, Greg Roensch, Lauren Siegel, Julie-Anne LaRochelle

Studio Operations: Steve Ciccoricco, Craig Hiland, Joel Knutsen

Sr. Manager of WW Mastering: Michael Yasko

EARS Mastering: Marybel Vasaya, Michael Deir, Chris Espiritu, Kima Hayuk, Rick Helmer

European Mastering: Andrés Berral, John Brunton, Dan Burnett, Stephen Chard, Cristian Giner-Gonzales, Rubén del Pozo, Sam Roberts, Alan Vincent

NA Submissions and Compliance: Ben Crick, Jason Collins, Steve Cook, Ricardo de Avilla, Seferino Gallardo, Eron Garcia, Mike Kushner, Daniel Martell, Russell Medeiros, Ryan Roque, Joyce Sacman

NA Customer Quality Control: Dave Beck, Wes Hendrix, Ryan Jacobson, Dave Jordan, Conrad Leiden, Shaun McCourt, Bobby Williams

Senior Director, QA: Dave Steele

QA Project Lead: Daniel Allender

Assistant Leads: Matt Mirkovich, Ryan Bailey

QA Testers: Todd Brais, Jasper Kaw, Dimitri Wasilevsky, Mohammed Ashik, Jared Augustus, Joshua Baldomero, Jose Carpio, Nick Collins, Matt Eaton, Ann Engberg, Zack Feinne, Abiy Girma, Philip Hovanessian, Ryan Hung, Michael Kornegay, Adam Lunger, Jan Magbag, Phil Ponsaran, Michael Puzon, Anthony Randolph, Nick Rocha, Michael Sandborn, Jeremy Sandoval, Christopher Stage, Kavika Tavui, Kenny McHoes

QA Support Manager: Dave Koerner

QA Compliance Leadership: Steve Jenkins, Mark Johnson, Matt Landi, Josh Riemersma

QA Compliance Testers: Randy Habenicht, Shane Moyer

QA Hardware Support: Kerry Alles, Chase Evans

QA Administrative Assistant: Ericka Sykes

Senior HR Generalist: Jamont Johnston

Special Thanks

John Horsley, David Yee, Michael Doran, Ben Smith, Jeff Litz, Evelyn Walker, Jonathan Zabel, Dan Foy, Kyle Lee, Valerie Harrington, Marci Galea, Sara Sprinkles, Ashley Eads, Brian Hupp, Joel Linzner, Daniel Quesada, Jeanette Sanchez

Facial animation software provided by FaceFX. © 2002-2006, OC3 Entertainment, Inc. and its licensors. All rights reserved.

VoiceIn™ Game Solutions SDK

All FENDER and JACKSON electric guitars and basses, FENDER and SWR amplifiers, logos, trade dress, and production configuration, including the distinctive guitar and bass headstock and body designs, contained in this game are the trademarks of Fender Musical Instruments Corporation and used herein under license. All rights reserved. All GRETSCH electric guitars and basses contained in this game are the trademarks of Fred W. Gretsch Enterprises, Ltd. and used herein under license. All rights reserved.

LUDWIG and any other LUDWIG-related marks are the property of Conn-Selmer, Inc. All rights reserved.

Zildjian and all related marks and logos are the property of The Avedis Zildjian Company Inc. All rights reserved.

SONG CREDITS

"**Back In Black**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Dirty Deeds Done Dirt Cheap**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Fire Your Guns**" written by Angus Young, Malcolm Young as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**For Those About To Rock (We Salute You)**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Heatseeker**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Hell Ain't A Bad Place To Be**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Hells Bells**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**High Voltage**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Highway To Hell**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Jailbreak**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Let There Be Rock**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Moneytalks**" written by Angus Young, Malcolm Young as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Shoot To Thrill**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**The Jack**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Thunderstruck**" written by Angus Young, Malcolm Young as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**TNT**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**Whole Lotta Rosie**" written by Angus Young, Malcolm Young, Bon Scott as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**You Shook Me All Night Long**" written by Angus Young, Malcolm Young, Brian Johnson as used by permission of J. Albert & Son Pty. Ltd. All rights administered by Piedmont Music Company (ASCAP)
As performed by AC/ DC courtesy of Columbia Records by arrangement with Sony BMG Music Entertainment

"**29 Fingers**" as performed by The Konks Courtesy Of Bomp Records
Jon Porth, Bob Wilson, Kurt Davis
2005 God Says Music. All rights reserved. Used by permission.

"**Can't Let Go**" as performed by Death of the Cool
Izzy Maxwell
2007 Izzy Maxwell. All rights reserved. Used by permission.

"**Seven**" as performed by VAGIANT
Helen McWilliams
2007 VAGIANT. All rights reserved. Used by permission

WARRANTY

LIMITED WARRANTY

Electronic Arts warrants to the original purchaser of this computer software product that the recording media on which the software programs are recorded will be free from defects in materials and workmanship for 90 days from the date of purchase. During such period defective media will be replaced if the original product is returned to Electronic Arts at the below address, together with a dated proof of purchase, a statement describing the defects, the faulty media and your return address. This warranty is in addition to, and does not affect your statutory rights in any way. This warranty does not apply to the software program themselves, which are provided "as is", nor does it apply to media which has been subject to misuse, damage or excessive wear.

RETURNS AFTER WARRANTY

Electronic Arts will replace user-damaged media, current stocks allowing, if the original media is returned with a Eurocheque or postal order for £10 per disc, payable to Electronic Arts Ltd. If you have any queries on warranty replacements or user-damaged discs or manuals, please e-mail us on **uk-warranty@ea.com** Please note that this is only for warranty and NOT technical queries. Please remember to include full details of the defect, your name, address and, where possible, a daytime telephone number where we can contact you.

Electronic Arts Customer Warranty, PO Box 1096, Guildford, GU1 9JN, United Kingdom.

CUSTOMER SUPPORT – HERE TO HELP YOU!

Problem? Question? If you are having problems with your game, we are here to help.

AUSTRALIA

Electronic Arts Australia Support Hotline: **1902 261 600***

*Sirius calls charged at $2.48 per minute, GST inc. Calls from Mobile & Public phones higher (If you are under 18 years of age parental consent is required).

Operating hours from 9am - 6pm Monday to Friday, as well as pre-recorded information 24 hours a day.

Customer Service Address: Electronic Arts, PO Box 432, Southport QLD 4215, Australia

Online Customer Support: **http://eatech.custhelp.com/**

SOUTH AFRICA

Game Smith: **(011) 740-0615/6, (083) 918-0083***

*Calls are charged at standard Telkom rates.

Electronic Arts, South Africa, PO Box 3180, Rivonia, 2128

NEW ZEALAND

Electronic Arts New Zealand, Games Hotline: **090058885***
(If you are under 18 years of age parental consent required). *Calls charged at $1.99 per minute inc GST 7 days a week 9am - 8pm. Calls from Mobile & Public phones are higher.

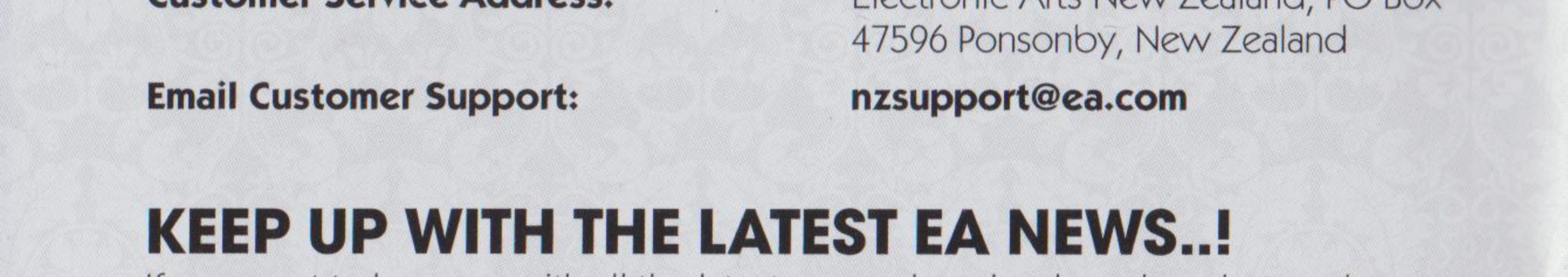
Customer Service Address: Electronic Arts New Zealand, PO Box 47596 Ponsonby, New Zealand

Email Customer Support: **nzsupport@ea.com**

KEEP UP WITH THE LATEST EA NEWS..!

If you want to keep up with all the latest news, downloads and coolest updates from EA then all you have to do is register as an EA Member. It's easy! Register now on **www.electronicarts.com.au**

As an EA Member you will be kept in the 'know' as to what is new and hot from EA Australia, delivered directly to your inbox.



© 2008 Harmonix Music Systems, Inc. All Rights Reserved. Harmonix, Rock Band, Rock Band 2, Rock Band Track Pack and all related titles and logos are trademarks of Harmonix Music Systems, Inc., an MTV Networks company. Rock Band and Rock Band Track Packs developed by Harmonix Music Systems, Inc. EA and the EA logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All other trademarks are the property of their respective owners..

© 2008 Harmonix Music Systems, Inc. All rights reserved. Rock Band developed by Harmonix Music Systems, Inc. Protected by United States Patent Nos. 6,429,863, 6,482,087, 7,164,076, and 7,320,643. Other foreign and domestic patent applications pending.

EAJ03406551MT

Customer Services Numbers

• Australia — **1300 365 911**
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Österreich — **0820 44 45 40**
0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Belgique/België/Belgien — **011 516 406**
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Danmark — **70 12 70 13**
Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• Suomi — **0600–411911**
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• France — **0820 31 32 33**
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• Deutschland — **01805 766 977**
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• Ελλάδα — **00 32 106 782 000**
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• Ireland — **0818 365065**
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Israel — **09 971170**
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Italia — **199 116 266**
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• Malta — **23 436300**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Nederland — **0495 574 817**
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• New Zealand — **09 415 2447**
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• Norge — **81 55 09 70**
Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• Portugal — **707 23 23 10**
Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

• España — **902 102 102**
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• Sverige — **08 587 822 25**
Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• Suisse/Schweiz/Svizzera — **0848 84 00 85**
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• UK (network Gaming Only) — **08702 42 22 99**
• UK (all other enquiries) — **08705 99 88 77**
National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

EAJ03406551M

SLES-55457

"PlayStation", "△○✕□" and "DUALSHOCK" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

5030941072458